March - April 2010

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CROC TALES

The Crocodile Games Webzine

From The Editor

Greetings from the Crocodile Pit!

Spring is on our doorstep. Here at the Croc we have been working hard on some awesome new releases, and have we got a fun-packed summer in store for you! But first… presenting our Basti extravaganza!

"It's All About Style" – Never was a truer word spoken about this vain, hedonistic race. Written by Corey Somavia, this strategy guide is packed full of useful information on how to get the most out of your Basti Warband. A must-read for any Harbinger of Bast!

Next up: "Painting a Siamese Battle-Cat" – an informative and step-by-step painting guide written by Marike Reimer. This guide will show you how to get the purrrrfect finish!

The "Asar Blade Dancers" – Written by Corey Somavia, this rules update was previously only available in the Harbinger Magazine. Blade Dancers are Asar City-Dwellers of Bubastis that specialize in gladiator-style entertainment. They are elite warrior heroes of the Basti army who bring deadly flair and elegance to the battlefield!

"Raiders of The Temple of Bast" is an offshoot scenario for an Epic Campaign, written by Corey Somavia. This scenario offers you a unique Basti-orientated battle to bring to your table.

And last, "Constructing A Basti Shrine" by Herbert Gundt will ensure your gaming table is the envy of your friends! This step-by-step guide from the undisputed Master of Scenery Building shows you how to get the maximum visual effect with ease. Now your Basti can worship in style!

Next month kicks off the 2010 World Campaign, which will run from April until our finale on Saturday, August 7 at GenCon Indy. Get your warbands ready and join us on our quest for the mythical Golden Fleece! Don't miss out on your chance to get this year's Event Miniature, the To-Tanem Artifex at Work. Watch the Croc Forum this month for complete details!

Available in March.

Available now on our online store and stores worldwide.

Characters

WGH-107 Wendigo War-Chief 2 $24.95
WGH-108 Wendigo War-Chief 3 $24.95

Character Multi-Packs

WGH-801 Master of the Hunt & 3 Howlers $39.95

Coming Soon:

"The Wendigo" Warband Book $24.95

Next Issue:

April arrives with an all-new unit for Ægyptus – the ***Necropolis Guard****. These guys are City-Dwellers of Cynopolis (Asar worshippers of Anubis), and they are one of the coolest looking units that the Croc has done to date.*

Undead, beware – your days are numbered!

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-It's All About Style-

Basti Strategy in WarGods of Ægyptus

By Corey Somavia

The Basti are the children of cat-headed Bast, the Ægyptian goddess of pleasure and mischief. Her children live up to Bast's image: they are hedonistic, vain, and sly. In the game *WarGods of Ægyptus*, the Basti are renowned for their skill with the bow and sling. Their reputation for slugging it out in melee combat against fearsome enemies is…considerably less. The Basti are a harassment force, using hit and run tactics and long range missile fire to whittle down an enemy before sending in their allies and the human occupants of their city to finish them off. Luckily, the Basti are natural carousers and so have many allies who are willing to defend their silver-tongued friends.

The Basti can be a tricky warband to play, and frequently win or lose in a spectacular fashion. Playing the Basti isn't about having the toughest troops, or the meanest monsters, or the most disciplined soldiers. It's about outsmarting your opponent and looking good while you're doing it. With the Basti, it's not about winning, it's about winning with style.

Assembling the Warband:

The Basti are one of those races that make better auxiliaries than they do main battle units. That is, they're often better as archers and skirmishers than ranked up in large blocks to crash into other blocks and grind them down. The lower Defend and Discipline Ratings make them ill-suited to go toe-to-toe with Heru or To-Tanem. This is not to say that it can't be done, simply that the Basti tend to be most efficient when used in support roles. Its much more Basti to hang back while the Sebeki or the eager-to-prove-themselves City-Dwellers take the brunt of the fighting.

The core of the Basti army is, not surprisingly, missile troops. Other armies feature missile troops as support, to weaken an enemy prior to a final decisive charge. The Basti turn that logic on its head: their missile troops are frequently what win the game, the melee units are simply there to protect the archers from any enemies that managed to make it through the hail of fire. With that in mind, let's look at a Basti Warband:

A unit of Basti Archers – the cornerstone of your Basti Warband.
Miniatures painted by Marike Reimer.
Scenery by Monolith Designs, painted by Herb Gundt.

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A Sample Warband of Bast

Harbinger of Bast: Ka Rating: 1, two hand weapons, javelins, medium armor. 133 pts.

Basti Master of Words: Double Handed Weapon, Medium Armor. 106 pts.

Basti Camp Follower: 20 pts.

11 Basti Archers: Bows. 165 pts.

Basti Champion: Bow. 29 pts.

11 Basti Archers: Bows. 165 pts.

Basti Champion: Bow. 29 pts.

10 Asar City Dwellers of Bubastis: Spears, Large Shields, Medium Armor. 220 pts.

6 Sebeki Warriors: Doubled Handed Weapons. 132 pts.

Total Point Value: 999 pts.

As has been said (and will be said again), the archers are your decisive unit. As such, they each have Champions to take advantage of the Strategic Fire. Otherwise, your units would have to shoot at the closest enemy instead of whatever you want. Simply put, with Strategic Fire you decide whom your archers shoot; without it, your opponent does.

The Asar City-Dweller spearmen and Sebeki Warriors form your melee core, your defensive element. With medium armor and large shields, the Asar City Dwellers are a rock solid unit that can absorb some abuse. The Sebeki are not as well armored, but they are a flanking unit used to hit the flanks of the enemy attacking the spearmen. If they have to be sent against a large, ranked enemy unit, they probably won't hold, but their extra wounds will keep them in the fight for a while.

The lone Basti Camp-Follower provides its Morale Boost to the unit of Asar City-Dwellers, not either of the Basti Archers. The City-Dwellers will be on the front lines, and will by design see more combat, and so they need the boost the most. If the Basti Archers end up getting embroiled in combat, your plan has pretty much gone to pot and it's unlikely the Camp-Follower will be making much of a difference at that point!

Finally, the Master of Words is your ace in the hole. His selection of spells is there to confound and stymie the enemy advance or shut down the enemy's magic phase. Although his effect can be a bit more random because of his spells, it's very rare that you won't get at least one or two good choices of spells that can help you control the flow of the game.

Deploying the Archers:
When placing your units remember that the Basti archers are the decisive element in the army. For a Basti warband, the game can be won or lost in deployment. Your warband relies on concentrated firepower, and every turn redeploying is a turn lost.

The first thing to understand is to not do what most people do with their missile units. Many players place their archer unit on the flanks, or if they have two, they will split them. Don't do this. Instead, keep your archers together, either in the center of the line or overloading a single flank. You want to achieve total missile fire domination wherever you put your archers. Often, the best place to deploy them is with one unit in the center and one unit either on the left or right flank.

It's important that no matter how you deploy them they have overlapping fields of fire so that you can bring both units to bear on a single enemy at once. This is important for later because the main strength of this army is the fact that you can bring devastating amounts of firepower onto a single target effectively destroying it in one or two Turns.

Next, remember when you're deploying how to neutralize enemy missile fire. Many players like slingers, especially Khemru slingers. In your average game, the two deployment zones will be 24" apart, which is just maximum range for slingers. If you deploy your archers just 1" from the front of your deployment zone, that makes those slingers spend one turn moving before shooting. If you deploy 6" from your front zone, that's a full two turns of movement for his slingers to be in long range, although this is risky because you start the game at the very edge of your own missile range. The key is to keep deployment in mind not just for overlapping fire, terrain, but how far away his missile troops are.

Finally, it goes without saying that you should deploy your units so that they have a good field of vision. If you have to deploy so that there's a blind spot such as a piece of terrain that would let a unit advance up the flanks without being shot, don't deploy near that terrain. Deploy some distance away so that when the enemy comes out of hiding, you've still got at least two rounds of shooting at him.

Deploying the Melee Units:
Placing your melee units is a bit more of a gamble. Remember, they are your reserves. Unless the mission absolutely calls for it, they're probably going to be hanging back. So placing them involves guesstimating where your enemy will send his melee troops.

It's wise to assume that your opponent will attempt to place units on either side to flank your line, because it's simply crazy to think that he will walk right up the middle of two units of Basti Archers. And not that "so crazy it just might work" crazy, no, it's just crazy. Usually, your opponent will put his main battle unit on one flank and something fast

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(such as a chariot or a Beloved of Sobek) on the other flank. To prevent being flanked, you'll need to split your own forces and deploy them on the flanks. You could overload one flank and rely on your missile fire to protect the other flank, but this is risky and it cedes the tactical initiative to your opponent—never a good idea. By splitting your forces, your already thin melee units are stretched even thinner. Maybe your spearmen hold against the enemy's main battle unit on one flank, but he's counting on the Beloved to chew through your Sebeki warriors on the other. This is where concentrated fire from your archers will become important (more on that later).

When deploying your units on the flanks, deploy them a few inches behind your archers on the horizontal access. The reason for this is because it allows your melee units to Reform and Fast Advance behind your archers. This way, if your archers wipe out on the threat on one flank, your melee unit can shift to the other flank without disrupting the fire of your archers.

Fighting the Battle:
The single most important thing to keep in mind is: concentrate your fire. Do not have the two Basti units just fire at whatever. Each round you pick your target, prioritize what it is you want to kill and then fire at it until it's dead or Routing. Then move onto your secondary target, then tertiary, etc. Calmly picking apart an enemy with shooting is much, much harder than it looks because it requires you to keep a level head in a game where unit activations can toss battle plans right out the window.

The Harbinger of Bast – as beautiful as she is deadly. Miniature painted by Marike Reimer.

Most times, the enemy will try to split his forces and flank your lines. Sometimes, you may find your poor Asar Spearmen facing a block of 15 Heru while your Sebeki Warriors face a block of 10 Anubi. On either flank you're outnumbered. The key is to pick your fight and win there. Choose one of the two enemy units and pour fire into them so that your melee unit can win that fight when it gets to combat.

In the above situation, I would probably shoot the squad of 10 Anubi. If you whittle down that big block of Heru from 15 to 10, that's only evening the numbers against your Asar, making it a fair fight. I don't believe in fair fights, I believe in local superiority. Leave the Asar to their fate against the Heru and whittle down the Anubi so that there's 5 of them against your 6 Sebeki. Then, when the Heru break your Asar, you calmly turn and fire on the Heru.

That is only one example of target priority and concentrating the fire. You may find the situation changes when you're at the table; perhaps you need to take out the enemy's missile troops first, leaving your melee troops to hold the line until you can bring the archers to bear. The situations change but the concept stays the same: identify the biggest threat and fire at it until it goes away. What constitutes the "biggest threat" varies from game to game.

The Harbinger of Bast:
Although the Harbinger of Bast is certainly an impressive model in her appearance, many players do not find her abilities to be quite so remarkable – at first. At a Defense 6 she's not going to last long against most Harbingers, and at a Discipline 6, she's not going to win you the Edge Roll often. However, the Harbinger of Bast does have an ace in the hole, and her weaknesses aren't insurmountable.

First, let's talk about getting around the weak spots. The lower Defense Rating can make it frustrating to play the Basti Harbinger because it seems like she'll never win a Provocation. Well she can, she simply must pick her battles. Against Asar, Khemru, and Tethru her statline isn't bad at all. Against all the rest she'll want to use her superior Movement to keep at arm's distance.

This may not seem like much but that extra point of Movement can really matter. In most games, people expect Harbingers to Charge each other. If you advance your Harbinger on your opponent, he'll almost certainly think a Charge is coming. Move towards him but keep your Harbinger just out of his Charge distance. Use Advance, Fast Advance, and Fall Back to keep either more than 10" away or run right past him and out of his charge arc. Meanwhile, throw your javelins, maybe putting a wound or two on him. This is a very difficult dance to do, but all it takes is for you to run past him once while he charges off and he's out of position for at least a turn.

If living on the edge like that isn't for you, then simply use your high Movement to stay out of his Charge zone. Judicious uses of Fast Advance and Pull About can keep

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you out of the way. Whichever way you play it, know that you're playing perfectly in line with a Basti: darting out of the way of lumbering Harbingers.

The second big disadvantage to the Harbinger of Bast is her low Discipline. This is the one that can be crucial because losing the Edge Roll means you'll be shooting before your enemy Advances and he'll be charging into combat before you can fire into him. However, this isn't the end of the world.

A band of Basti Camp-Followers stands on a high rooftop, to get a good view of the battle. Their enthusiastic cheers inspire the Basti warriors to acts of greater heroics! Miniatures painted by Marike Reimer

The key is to adjust your battle plan according to your opponent's Discipline. If you're playing a Harbinger with a Discipline 7 (Anubi, Asar, Sebeki, Tethru, Eater of the Dead), you're only giving up 1 point. That's not insurmountable. When playing some of the Discipline 8 or 9 Harbingers, you've got to adjust your battle plan, because you must expect to lose the Edge more than you win it.

Essentially you've got to assume that you're going to lose the Edge roll. Simply put, you must figure that your opponent will get to activate first every turn and issue your orders accordingly. What this means is that you'll be playing much more conservatively because grand schemes that require you to activate 2 or 3 units at a time simply aren't going to happen.

You simply must figure when issuing orders that he's going to activate your archers first while they're at long range. So when you issue them that Fire command, decide which unit you can debilitate with a salvo at long range and one at medium. If you've done that the sequence will go:

He activates your archers: they target the biggest threat at Long Range, probably hitting 3 times. You activate that biggest threat unit, which will probably be advancing.He activates something else. You activate your archers, firing at Medium Range, probably causing 5 hits.

That example is a little stilted, but it does show that you can adapt to the idea of simply not having the Edge Phase that often. Once you adjust your playing style to take that into account, the Basti Discipline won't be as much a hindrance to you.

However, for those times when you absolutely, positively must go first, there's the first Gift of Bast, *A Vitriolic Mocking*. This mighty power can swing the game in your favor because it denies your opponent the use of his Discipline for the Edge Roll, granting you a +6 bonus against Harbingers of the same Ka Rating. That means that even if you tie in your Edge Roll, you will get 2 Activations in the Edge Phase. The uses of this power cannot be understated. Need to perform complex maneuvers? Need to absolutely get off that Short ranged volley? Have a hard fought combat where activating first might break the enemy? While nothing is ever assured in a game involving dice, A Vitriolic Mocking puts the odds in your favor during those crucial, game winning turns.

The Master of Words:
The Master of Words seems very pricey at this point level, constituting one tenth of your points in a single miniature, but I feel it's worth it. The reason is because a number of the spells available disrupt enemy units, which is simply game winning. The Master of Words can tie down an enemy unit and take it out of the game for two turns while the other unit is whittled down by your archers and then mopped up with a timely charge, effectively winning you the game.

The spell that immediately jumps out at you as most effective is *Arrows Ablaze*. Giving a unit of archers a Damage Modifier 2 with their bows is nice, but it's also very restrictive. It essentially ties down your Master of Words and isn't a great return on investment. If you have nothing else or if you really need that DM 2, it's okay.

The spells that are most useful are *The Wind's Howl, Wind Gust, Land's Despite, Wall of Flames*, and *Spiky Ground*. The Wind's Howl will shut down any enemy missile fire for several turns. Land's Despite has a long range and slows down enemy units. Wind Gust pushes units back 1d10" and makes them test vs. Disorder. That spell alone is worth it because it can take a unit that was about to charge your units effectively out of Charge range. That can buy you another round of shooting which can be crucial. Finally, Wall of Fire and Spiky Ground are perfect because they create a zone of area denial where enemies are simply afraid to go, lest they suffer horrible damage. A unit of 15 Heru walking over a patch of earth with Spiky Ground will always suffer some casualties, and many Harbingers are unwilling to sacrifice such expensive troops in this manner. That's more than enough to even any odds. One final word about spells is Earth's Farewell. This is what I call a "gateway spell" for your Basti Master of Words. If you get a chance to choose spells, either from a duplicate roll or rolling a 20, choose this spell. The rea-

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son is because several of the useful spells, such as Wind Gust, Wall of Fire, and Spiky Ground, are short ranged. The ability to zip across the field at 24" with a character's mobility can place the Master of Words exactly where he needs to be to cause the most chaos with his spells.

Weaknesses:
The major weaknesses to this army are fast moving units, most namely the Beloved of Sobek, the Abomination, and chariots in general. The Beloved and Abomination are dangerous because they're relatively mobile and well armored, so it's unlikely that your archers will be able to kill them before they hit your lines. I'd advise sending your melee troops to tie them down while your archers and Master of Words slow down the main units of troops.

Chariots, however, are the main Achilles' heel of an archer-dominated Basti list. One good round of shooting at Medium range can often be enough to cripple a chariot but they often have such a high speed that they can zip across the table without you ever getting more than a single, Long-ranged volley. Clever chariot players will race up a flank, do a Pull About, and flank your forces. Beating these types of tactics can be extremely difficult and rely on your whole array of tricks. Use your Harbinger's *Vitriolic Mocking* to ensure that you get one, maybe even two, activations to bring down that chariot before it gets behind your line. Another alternative is creative uses of Master of Words spells. For example, a minefield of *Spiky Ground* and *Wall of Flame* spells can take away wounds one at a time from the chariot, slowing it down. *Wind Gust* can nudge it into the fire arc of one of your skirmisher units. *Earth Tremor* can remove Command Counter and *Land's Favor* can slow down the chariot.

Beyond your bag of tricks is being willing to sacrifice some shooting to get out of the way. Remember a chariot only has a 90-degree charge arc, so it's not impossible to get out of the charge arc of a chariot. A timely Reform in Column can get your archers out of the way just when they were about to get charged. Although this is not a perfect solution, losing a turn or two of shooting is much more preferable to losing the entire unit. In the end, chariots are the bane of your archers and should be usually considered the biggest threat to your battle plan.

Reinforcements:
Once you've played a few games with your 1,000 pt warband, you'll no doubt want to expand it and cover some of the inherent weaknesses. Most often, it's good to expand in 250 point chunks. That amount allows you to add a character and a unit, or beef up an existing unit while still adding either a Specialist or another small unit. This approach is easiest on the painting regime and the wallet. Here are some possibilities to consider:

Archers: At 1,000 pts most warbands have only one missile unit, but many add a second missile unit at 1,250 pts. Adding another unit of Basti Archers is essential. They are the best archers in the game, and an extra unit allows you to double your missile fire dominance on the field.

Beloved of Sobek: Even Harbingers walk softly around a Beloved of Sobek. Adding this brute to your warband solves many weaknesses. He's fairly fast and nimble, so you can react as events unfold. He's tough as nails, able to hold up an entire flank on his own. When you combine these two, you have the perfect chariot-stopper, which compensates for a major weakness of the warband. If your Master of Words has *Land's Favor*, this monster has an 18" Charge! With that, the Beloved can go rampaging through the enemy's line before your opponent ever knows what hit him.

Chariots: Another opportunity to take the fight to the enemy. Chariots can be unwieldy but they are fast. If you pack a Hero in them as Passenger they can also hit very hard. You can cut through an enemy's missile units or stop enemy chariots yourself. Put your Harbinger in a chariot and now he's got the protection and a charge capability that makes him no longer fear Provocation.

Spearmen: Drop 110 points into your Asar to beef up that block of infantry, make them less likely to run away and more able to go toe-to-toe with enemy blocks. Throw in a Standard and a Hero, and you've have a very solid, hard hitting unit.

My advice for expanding the warband would be to add an extra unit of Basti archers with a captain and a Beloved of Sobek. To make up the spare points, you'd have to reduce all the archer units to 10 Basti, but it'd be worth it. You now have 33 missile shots every turn and a walking engine of mayhem.

Final Thoughts:
One of the best things about *WarGods of Ægyptus* is that for an army game it is exceptionally easy to get into. The warband listed at the beginning of the article costs about $200.00 USD. This is an affordable amount to put together an army at regularly played point levels.

Learning to use the Basti involves a paradigm shift in your tactical thinking. You must focus on the missile units to win you the game, which is unlike almost any other army out there. Combined with the low Discipline, playing the Basti can have a very steep learning curve. However, once you figure it out, you'll lay down such shooty wrath that your local game group will never again mock the fashionably dressed Basti.

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~Painting a Siamese Battle-Cat!~

By Marike Reimer

In the game of *WarGods of Ægyptus* by Crocodile Games, there exists a race of cat-headed warriors called the Basti. The Basti are the worshippers of the beautiful and vain goddess Bast, and it is no surprise that her children share her outlook on life. The Basti are graceful and stylish, and it is clearly important for them to look good – even when going into battle. This makes the Basti miniatures a real joy to paint – their lack of modesty allows a painter enough room on the model to explore 'real-life' exotic cat-patterns and really show off their brush skills.

Real cats come in many colors and patterns, but on a miniature some work better than others. Painting stripes or calico designs can be difficult to represent well, because the scale of miniatures is very small and intricate patterns at that size often look sloppy. The WarGods rulebook describes the Basti as generally being a golden-brown color, and I painted the khopesh skirmisher this way. But it also says that there are many variations – just like the diverse breeds of cats. A leopard pattern looks nice on the courtesan. See her picture. Though since this isn't a domestic cat pattern I rather suspect that she has painted these spots on using her kohl eyeliner. Another coloration that works particularly well is the Siamese, and that is what this article is really about. Here's how to do it.

Preparation:
The miniature I'll be using is Crocodile Games WGE-133 "Basti Heroine with Battle- & Market Items." She is a 2-part figure, legs and an upper torso. The joint where the miniature is glued together needs some filing before being glued – you'll probably need to file down the bottom of her torso a bit, to make sure that it cleanly fits into the 'belt' around her waist. I also drilled out the peg hole here a little more, so that the fit was clean and tight. Once this is done, be sure to test the fit BEFORE applying any glue. Once you add glue, if your fit isn't perfect, the figure will not hold together well and you'll have a real mess on your hands, so take your time. (As an aside, the pack also comes with a cool sprue of baskets, bags, and a wine-jug—great items for dressing up a base—but we won't be using these optional pieces on this miniature.)

Once the miniature is completely dry, the first step in painting is the primer – as always. I used Floquil 330021 "Base White Figure Primer", which can be difficult to find in hobby stores, but well worth the extra effort to locate – I usually order mine from the internet. Once the primer has completely dried, I'm finally ready to begin!

List of Paints Used:
Vallejo Model Color
VMC-065 Andrea Blue
VMC-072 Deep Green
VMC-100 Black Green
VMC-001 White
VMC-154 Sky Grey
VMC-162 Basalt Grey
VMC-181 Smoke
VMC-035 Cadmium Maroon
VMC-104 Stone Grey
VMC-101 Green Grey
VMC-091 US Olive Drab

Vallejo Game Color
VGC-051 Chaos Black
VGC-058 Brassy Brass
VGC-056 Glorious Gold
VGC-055 Polished Gold

Reaper Master Series
Brown Liner 09064

The miniature has been cleaned up, pinned, and assembled. Now time to prime!

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Base-coating the Body:
The basecoat is Stone Grey (Fig. A.).

After that was dry I painted on Siamese markings in a mid-tone color, Green Grey (Fig. B.).

Then I painted the Siamese dark parts with US Olive Drab (Fig. C.).

This seemed like a convenient time to block in her tummy with Sky Grey. Blocking the areas in like this will help you visualize the overall finished piece. It will also save some time when you shade the central, Stone Grey part of her body.

The color we use to shade the Stone Grey is Basalt Grey. Basalt Grey is a true grey and will read as a true shadow color without looking too much like the Green Grey of the Siamese markings. However it's a bit too dark, so make a 50/50 mix of Basalt Grey and Stone Grey. Picture (Fig. D.) is what the blocked in shadows look like.

Then the shadow colors are blended into the Stone Grey. Also blend the Green Grey into the rest of the body. To help get the transition smooth between the Siamese markings and the main body color I made mix a 50/50 mix of Green Grey and Stone Grey and painted this thinly over the transition between colors. That's actually a good thing to do whenever you're having difficulty getting a smooth transition between two colors.

Now smooth the transition between Green Grey and US Olive Drab. These colors have quite different values, so it will be necessary to have at least one intermediate step between them (Fig. E.).

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Painting the Face:

Now onto the face! This part is fun. For reference I did an internet search for a picture of a Siamese cat (Fig. F.). It's good to research what you're trying to paint rather than rely on memory.

Fig.F. Kitty

1) First I blended a brown peak into the forehead. I darkened the eyes and muzzle with Brown Liner.

2) Then I layered lighter colors—a transition between US Olive Drab and Green Grey onto the cheekbones and muzzle. Stripes were painted onto the forehead. Be sure to keep them short and thin.

3) The areas just under the eyes and the brow bones were lightened with white, to resemble cat markings. This is a nifty trick, as not only is it realistic cat patterning but it really draws attention to the eyes. The Green Grey parts are lightened with Stone Grey, and the Stone Grey with a bit of white mixed in.

4) The eyes, nose are blacklined. This is done using black, instead of the Brown Liner that I would normally use. If I save the darkest value on a figure for the things that are actually black, then it makes that color appear even more intense. Then the whites of the eyes are painted in.

5) Then given a black dot in the center. This is a large dot, which gives me more room to add color to her eyes.

6) Then white dots are added. I have put a white dot where I plan to put a blue dot next, as this will make the blue much more vibrant. Andreas Blue is ideal for this. If you're putting color into the minute eyes of miniatures you want to stay away from dark colors because they'll just get lost.

7) A black dot is also added to make a pupil.

8) Her lips are painted with Cadmium Maroon, and highlighted with Stone Grey, with a little bit of white mixed in at the highest highlight.

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More Bodywork:
Now we go back to the body. Shade the US Olive Drab of the Siamese dark parts with Brown Liner. They need to be highlighted now and you can do this with the Green Grey. Using the same color as you used on the transition of the Siamese marking will keep your color scheme from getting too complicated. White is added to this as a final highlight to bring out the details.

Might as well take care of her tummy now. Add some Basalt Grey to Sky Grey for the shadows, and then layer it up to white. (Fig. H.)

Now is a good time to highlight the light parts of her skin. Using a 50/50 mix of Iraqi Sand and white paint on your first layer. Then, in small areas only where the sunlight would be hitting the figure directly paint on pure white. (Fig. I.)

It's time to line the figure. Making sure not go get paint onto areas of the model that you've already painted, outline the completed areas with Brown Liner. Don't worry if it gets onto areas you haven't done yet. You'll be painting over those areas later. Go ahead and paint the hair black now too (Fig. J.).

The hair is very nice and textured so you can dry-brush it. Dark Grey, Basalt Grey and Sky Grey is a good progression. If this looks sloppy you can fix it by lining between her hair strands with black (Fig. K.).

I also took this opportunity to basecoat the skirt with Deep Green. Basti clothing can really be any color, but I thought the Green looked nice with her skin tone. The Deep Green was blended into Black Green. There were several steps where white was added into the Deep Green and it was layered all the way up to white (Fig. L.).

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Blackline around the Green, like you did with the finished skin areas.

Details:
The color of her nipples is quite important. It's very easy for them to look unnatural, so I've had to mix a color to get it just right. Cadmium Maroon, the same color as her lips was mixed with her skintone Stone Grey, about 50/50. Mixing in some skintone color is a good way to make any sort of makeup a model might be wearing look more natural. The next nipple highlight has a higher proportion of Stone Grey mixed in. Finally it is highlighted to almost white. (Fig. N.)

The last thing that needs painted is the central fabric panel of her skirt. I've saved this for last for a reason: I was not quite sure what color to paint it. I'll often put off areas on a mini about which I'm uncertain what color they need to be, so that I can see it almost done and imagine it completed. This is sort of color theory for people who didn't go to art school. An easy way out is to add a neutral color—black, white or grey. This fabric section strongly reminds me of a cat's tail in profile, and on a Siamese that would be black. I base-coated that section with Dark Grey, and painted very broad sections of pure black shading (Fig. O.). The trick to painting black is to leave most of the surface

black. The two colors were blended together. Keeping the highlights very much towards the edges, they were layered up with basalt Grey, through sky grey (Fig. P.). The final step is to detail her base. White glue was painted

onto the top of the base, being careful not to get any on her feet. Then she was dipped in a container of sand and a couple of pebbles were placed carefully around. When the glue had dried, the sand was basecoated with GW's Snakebite Leather, and then dry brushed with Yellow Ochre and a final light drybrush of Bleached Bone. Then a couple of tufts of static grass were added. To be honest, this article was much more technically demanding than I had intended it to be. So if you've gotten frustrated, don't feel bad, this is hard stuff to do, just keep trying. If you got satisfying results, congratulations. You deserve to be proud of your paintjob.

Basing your miniatures should be done with the same care as the actual painting. Edges of the base should be clean and free from stray sand, flock, or paint. Some painters paint their miniatures on temporary bases and then attach them to a separately painted base once they are finished.

Many judges in painting contests look at the base of a miniature closely and factor its condition into their decision.

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The Battle-Scythe:
Now it is time to paint the metal parts of the figure: her weapon and some of her jewelry (see column photo G). Metallic paint is kind of hard on brushes, so I have a specific brush reserved for metal work. I usually use nylon brushes or nice brushes that are past their prime.

The wooden staff of her Battle-Scythe is painted using my normal technique. The inlays on her weapon and bracers were painted Deep Green and several highlight layers up to almost pure white at the edges. The lining between them had to be cleaned up, as expected.

1) To begin with, the metallic bits are painted Brazen Brass and the large areas are given a Smoke wash. The belt and anklet are small, so you'll have to be very careful with the wash for this to be effective.

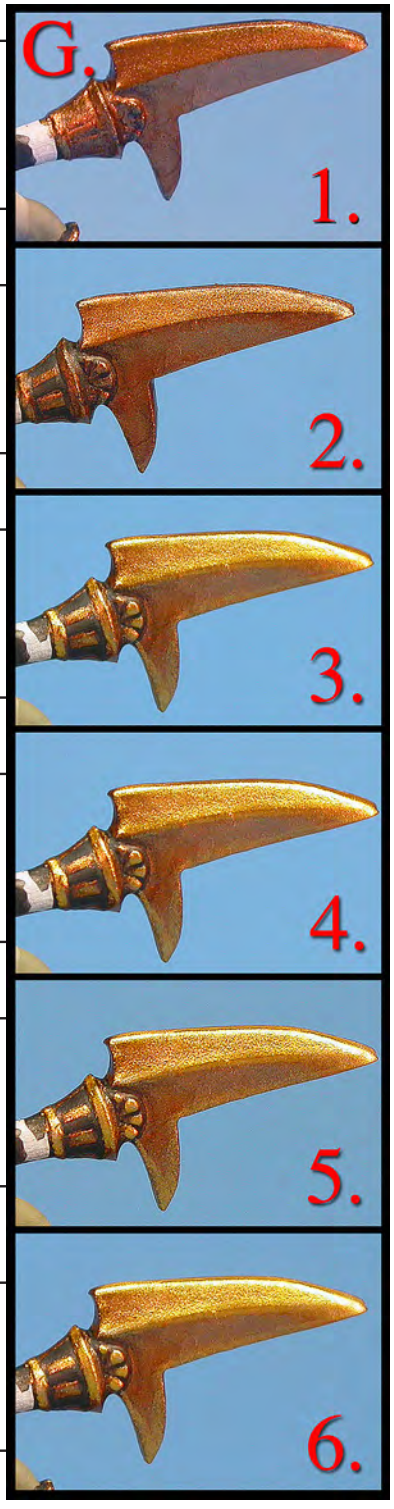
2) Once the wash has completely dried the details on the metal are blacklined. The stripes of the inlay will probably have to be redone later, but it's nice to have them defined.

3) The Brazen Brass is then touched up.

4) Then Glorious Gold is layered on. I've skipped the small fiddly bits because the color transition here is too gradual to be noticed on such a minute surface.

5) The next step is Polished Gold, which is applied to the small parts as well, at the high points where light would hit.

6) A fine line of silver mixed with Polished Gold is painted along the edges of the weapons and any other highpoints that would reflect light.



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Here we have a close-up of the completed miniature. It nicely illustrates the subtle transition between the light tones of the torso and the darker tones of the hands and feet.

The combination of the miniature's dramatic pose and Marike's unique but naturalistic color-scheme create a truly stunning effect, pefect for the battlefield or the display case!

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-Asar Blade Dancers-

A New Specialist for Wargods of Ægyptus

By Corey Somavia

Nathifa gestured solemnly with the crook while holding the flail close, her stiff, formal gestures in time with the strumming of the harp strings. The dancers, playing the subjects of the court to which Nathifa played Pharaoh, glided away in choreographed grace from the "Pharaoh's" decision.

"And so while mighty Osiris gave council, Isis at his side, he was safe," the Basti minstrel narrated the story acted out by the Asar Blade Dancers, "But jealous Set tricked Osiris." Kheshrin, dressed in the hooded cloak of the assassin, crept to Nathifa's ear, pretending to whisper to her. Unbeknownst to the assembled crowd of Basti and City Dwellers of Bubastis who had come to see the two greatest Blade Dancers reenact the Tale of the Fallen Pharaoh, Kheshrin did whisper to her rival.

"When you fall," Kheshrin hissed, "I think I will cut off just the tiniest piece of your ear, something that can be covered with jewelry. That way when I start a trend of going without earrings, you can either choose to show your mutilation or just be out of style."

The minstrel continued, "Treacherous Set asked Pharaoh to rule on a dispute in the far west, beyond the Bitter Lakes." The dancers twirled and weaved away in a flurry of whirling silk cloth and scarves, carrying off the stage furniture and replacing them with heaps of sand colored linen. "And there, Treacherous Set attacked Mighty Osiris, to cut him down and claim the double crown."

Kheshrin tried to end the fight quickly, attempting to trip Nathifa with a forward throw, but Nathifa rolled with it and away, coming to her feet. The two Asar Blade Dancers circled warily in fighting positions. The acting had ended, the fight was real.

Kheshrin's twin serpent blades flowed in a hypnotic pattern, the light glinting off the curving daggers. She lunged at Nathifa in a flurry, but Nathifa parried both attacks with the crook and almost caught Kheshrin with a backhanded swing of her flail. Nathifa backed away cautiously, her face locked in a mask of disdain but her eyes betraying her surprise. It was known by all that Kheshrin was the more skilled Blade Dancer. That was why she had been chosen for the role of Set. Generally, the better Blade Dancer assumed to role of victor, but this would be no easy win for Kheshrin.

The audience was still; they knew that the fight was real and even.

This time Nathifa went on the attack, her flail whistling through the air.

Kheshrin was forced to back off, her daggers lacking the reach of Nathifa's crook and flail.

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Blade Dancer	5	2	2	5	5	5	5	6	50
Damage Modifier: Variable			Armor: Divine Agility (5 Hard)				Base Size: 20 x 20 mm		
Special: Acrobatic Withdraw, Divine Agility, Fighting Style									

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Kheshrin ducked and spun in a low leg sweep. Nathifa blocked it with a sharp blow from her crook but Nathifa lunged forward with a serpent blade at Nathifa's abdomen. Nathifa twisted sideways, hooking her attacker's arm with the crook and twisting.

In a graceful arc that elicited a sigh of awe from the crowd, Kheshrin whirled through the air to land hard, the dagger in her free hand clattering free. Nathifa placed her foot across Kheshrin's throat and pinned her dagger wielding hand to the ground with a painful twist of the crook.

"As we all know, Mighty Osiris was cut down that day," the minstrel improvised quickly, "but had he trusted the counsel of Bast instead of the foolish magics of Isis, he would have known of the trap and survived. And lo, I shall tell you the tale of Ægyptus as it should have been, with Mighty Osiris as its Pharaoh and Magnificent Bast as his consort, replacing the unworthy and foreign Isis who could not protect him."

Nathifa, her foot still on Kheshrin's throat, bent over to whisper to her, "And how shall you hide this disfigurement?" With a sharp flick, Nathifa broke Kheshrin's wrist with an audible crack.

Background

In Bubastis, the city of Bast, one of the most popular entertainments is the gladiator-drama known as Blade Dancing. Part dance, part theater, part blood sport, Blade Dancing involves a story narrated by a minstrel while the two duelists known as Blade Dancers reenact famous battles of ages past. Wearing stylized masks, the Blade Dancers represent heroes, villains, and even the gods, and with each different mask the Blade Dance adopts a different weapon and fighting style. The Blade Dancers are masters of their craft… while there may be some who are greater warriors, none can disarm or dispatch an enemy with as elegant a flourish as a Blade Dancer.

Their performance is a spectacular thing to behold. While the story they enact is usually scripted, the duel between the two Blade Dancers is not. The most skilled Blade Dancer plays the lead, with the villain portrayed by the lesser. Occasionally, the lesser upsets all odds and defeats the hero of the tale, forcing the minstrel to improvise a "new" ending where the villain wins. For this very reason – the Blade Dancer's irreverent interpretation of the famous tales of history – the Tethru Scribes have condemned the art of Blade Dancing. Which, of course, has caused the popularity of the drama to soar. Surely, anything that the stuffy and formal children of Thoth disapprove of must be exciting!

While nearly all of the Blade Dancers come from the city of Bubastis, few are actually Basti. The most accomplished are City-Dwellers, the Asar who live amongst the Basti and have adopted their ways. Becoming a Blade Dancer requires years of rigorous training, and while the Basti have a natural aptitude for dance and combat, they lack the discipline to hone their skills. The Asar of Bubasis have embraced the Basti culture of beauty and style with a distinctive devotion. These Asar are willing to train for long hours at the many styles of combat and dance. For this dedication, the best of the Blade Dancers are lavished with praise, gifts, and the hedonistic attention of the wealthiest Basti. Famous Blade Dancers find themselves mobbed by adoring crowds, and some even find themselves in the entourage of a Harbinger of Bast, as the Harbinger's personal bodyguard, entertainer, and sometimes even consort.

Warband Restrictions

Only a Harbinger of Bast can take a Blade Dancer in his warband. Asar Blade Dancers are chosen like any other Specialist. A Harbinger can have a maximum of two Blade Dancers in his or her warband. Blade Dancers cannot be issued any additional armor, weapons, or equipment.

Special Rules

Acrobatic Withdraw: Skilled in acrobatic flips and tumbles, the Blade Dancer can attempt to break off from combat, leaving the would-be opponent attacking air. When the Blade Dancer activates a Fall Back command to leave combat, she makes a Discipline Test against her opponents. If the Test is successful, she performs her Fall Back move and her opponents do not get to pursue or make a free attack, as they would normally. If she fails the Discipline Test, then the normal rules for Falling Back from combat are used.

Divine Agility: The Blade Dancers possess a sense of grace and agility that is said to have been a gift to them from Bast herself, so pleased was she with their portrayal of the goddess. The Blade Dancers are capable of astounding feats of agility, casually sidestepping arrows and ducking slingstones, and easily cart-wheeling out of the way of melee attacks. All Blade Dancer have an Armor Rating of 5 (Hard), but they may not wear any form of armor or wear amulets.

Fighting Styles: The Blade Dancer is versed in many exotic forms of combat. Each fighting style represents a different archetype that a Blade Dancer may be required to portray in the course of the drama. Before each battle, a Blade Dancer chooses a weapon signifying a fighting style, which is detailed below:

The Twin Serpent-Blades: Portraying the role of the dark and deadly assassin, the Blade Dancer wields two serpent-edged daggers in combat. She confuses her opponent by weaving her blades in a dizzying pattern through the air, then slides her knife between the chinks in the armor to

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administer the deathblow. The Twin Serpent-Blades are considered "2 Hand Weapons", granting a +1 Defend Rating and a Damage Modifier of 1, as usual. However, each Turn, the Blade Dancer may choose to make a single melee attack instead of her normal 2 attacks. If the attack hits, the defender receives no Armor Save – except for saves that are provided by amulets, natural armor, and Harbinger Powers.

The Battle-Scythe: Portraying the role of the heroic warrior of legend, the Blade Dancer carries the dreaded cresent-bladed Battle-Scythe into battle… a master of the weapon that is almost impossible to master. When she attacks, she becomes a whirlwind of blows, swinging the weapon in powerful arcs that can sever limbs. The Battle-Scythe is considered a Double-Handed weapon (DM 2). When she is activated, the Blade Dancer can choose to reduce her Defend Rating by up to 2 points and increase her Attack Rating by that same amount. Her Defend Rating remains at that level until the start of her next activation on the following Turn.

The Crook and the Flail: Portraying role of the noble Pharaoh, the Blade Dancer carries the sacred emblems of kingship – the Crook and Flail. The Crook is used to deflect attacks and trip assailants while the Flail counterattacks. The Crook and Flail are considered '2 Hand Weapons', granting a +1 Defend Rating and a Damage Modifier of 1. When activated, the Blade Dancer can choose to reduce her Attack Rating by up to 2 points and increase her Defend Rating by that same amount. Her Defend Rating remains at that level until the start of her next activation on the following Turn.

The Staff: Portraying the role of the pious priest, the Blade Dancer carries a simple wooden staff, weighted on either end by bands of bronze. The staff can be used to parry and disarm an enemy. It is considered a Double-Handed Weapon (DM 2), and may be used to make a special "disarm" attack. The Blade Dancer can attempt to disarm an opponent once per Turn, by declaring a disarm attack at the beginning of her Activation Phase. The disarm attack is substituted for one of the Blade Dancer's melee attacks, and the player must declare the attempt before rolling for any dice for the Melee Test. The Blade Dancer makes a Melee Test just as if she were striking the opponent, including any applicable penalties or bonuses for both models. If the Melee Test is successful, the target loses a weapon of the Blade Dancer's choice but is not wounded in any way. The lost weapon is assumed to be lying nearby, but it cannot be picked up until the melee combat with the Blade Dancer is over. When combat is over, the model can immediately pick up the weapon; this does not require an action. Note: the disarmed combatant can still attack, but must use a secondary weapon if equipped with one, or improvised weaponry as a last resort.

The beautiful blade dancers begin their performace. Miniatures painted by Marike Reimer, scenery by Herb Gundt.

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-Raiders of The Temple of Bast-

An Offshoot Scenario For An Epic Campaign

By Corey Somavia

"Let me see, let me see, ah yes here it is: The Early Adventures of Ensha the Gilded Spear, Harbinger of Bast. Be gentle with that scroll, my good man, it is very rare, and I have sentimental attachments to it.

"I know, I know, a Tethru Scribe should be cool and dispassionate at all times, but that scroll was the very first history I penned. I was young and energetic and eager to make a name for myself so I took to traveling with Harbingers on their dangerous missions, documenting their exploits and their failures.

"That scroll is the very first history I ever committed to paper, and it is a story about Ensha that is not often told, for it was one of her first battles as well: the Midnight Raid on the Temple of Bast, ah, how I remember it well. Ensha the Gilded Spear was a young Harbinger, more interested in pleasure than glory and honor, as is common among the Basti. But it was this battle that changed Ensha the Gilded Spear. After the raid on the temple of Bast, she became a devout protector of all religious shrines and villages surrounding Bubastis.

"But at the time she was not a dedicated defender of her people and was only convinced to protect the festival at the wheedling of Retat, the priestess of the temple. It was the festival honoring Sekhemet the Bloodthirster and the peoples of the villages around the temple had brought offerings of gold and spice to sacrifice to Bast. Ensha was convinced to guard these treasures, something she very much did not want to do. The festival lasted late into the night and The Gilded Spear commissioned the Blade Dancers in her entourage to provide them with a reenactment of Sekhemet's battle against the Typhon Harbinger Onuphis the Despised One.

"Perhaps it was an ill omen that Ensha chose that dance, for a foul Harbinger launched a surprise attack on the Temple of Bast. This fool had suffered many defeats, and so, his warband on the verge of desertion, he descended to the despicable acts of attacking a temple to make off with offerings.

"Oh it was chaos when they attacked. Basti commoners yowled in panic as they fled. The warriors stood dumbfounded in drunken stupor. Even beautiful Ensha the Gilded Spear was taken aback for a moment before regaining her senses and rallying her small warband. In mid-sentence of the recording of the Blade Dancer's duel, I

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switched to recording the fight between the two rival warbands – something that caused much consternation among my superiors many months later when I returned to Hermopolis with the scrolls.

"The battle was fierce, but more a skirmish than a battle, for the attacker had only a few warriors loyal to him and most of Ensha's warband were in drunken slumber and could not be raised.

"When Ensha saw her enemy, she whirled her spear and…what? You'd prefer to read the account? Oh yes, of course, of course! Forgive this old Scribe, I so rarely get a chance to talk to patrons these days and sometimes I prattle on. Yes, yes, take the scroll, may it bring you much wisdom! As I said, the Midnight Raid on the Temple of Bast is the first account. Ah, how I miss those days traveling the sands with the Harbingers, recording their exploits…"

—Narmer the Deaf, Tethru Scribe

The Blade Dancer parries the attack of the Nekharu Witch, and prepares for a deadly counterattack!

Overview

The temples of the gods of Ægyptus are solemn and dignified places – except for those of the cat goddess Bast. Her temples are lively and bustling, often filled with music and merriment. Outside her temples are market stalls and performance platforms, brightly festooned with billowing banners and pennants. These temple grounds are host to monthly festivals, where there is an abundance of music and entertainment to delight the senses, and delicious food and drink to tempt the weary pilgrim. Fast-talking Basti merchants set up shop outside and sell amulets and trinkets to all who pass, and sneaky cutpurses clean the pockets of those that resist the urge to spend. In this way, all who come to the Temple of Bast inevitably leave with their money-pouches considerably lightened, if not empty.

This commercialism has made the temples of Bast places of great opulence. Their storehouses hold vast amounts of rich offerings, and the coffers of the priesthood are filled to bursting with tithes of gold and jewels. But such wealth is sure to attract those who would seek to steal it, and this tale is one such occurrence.

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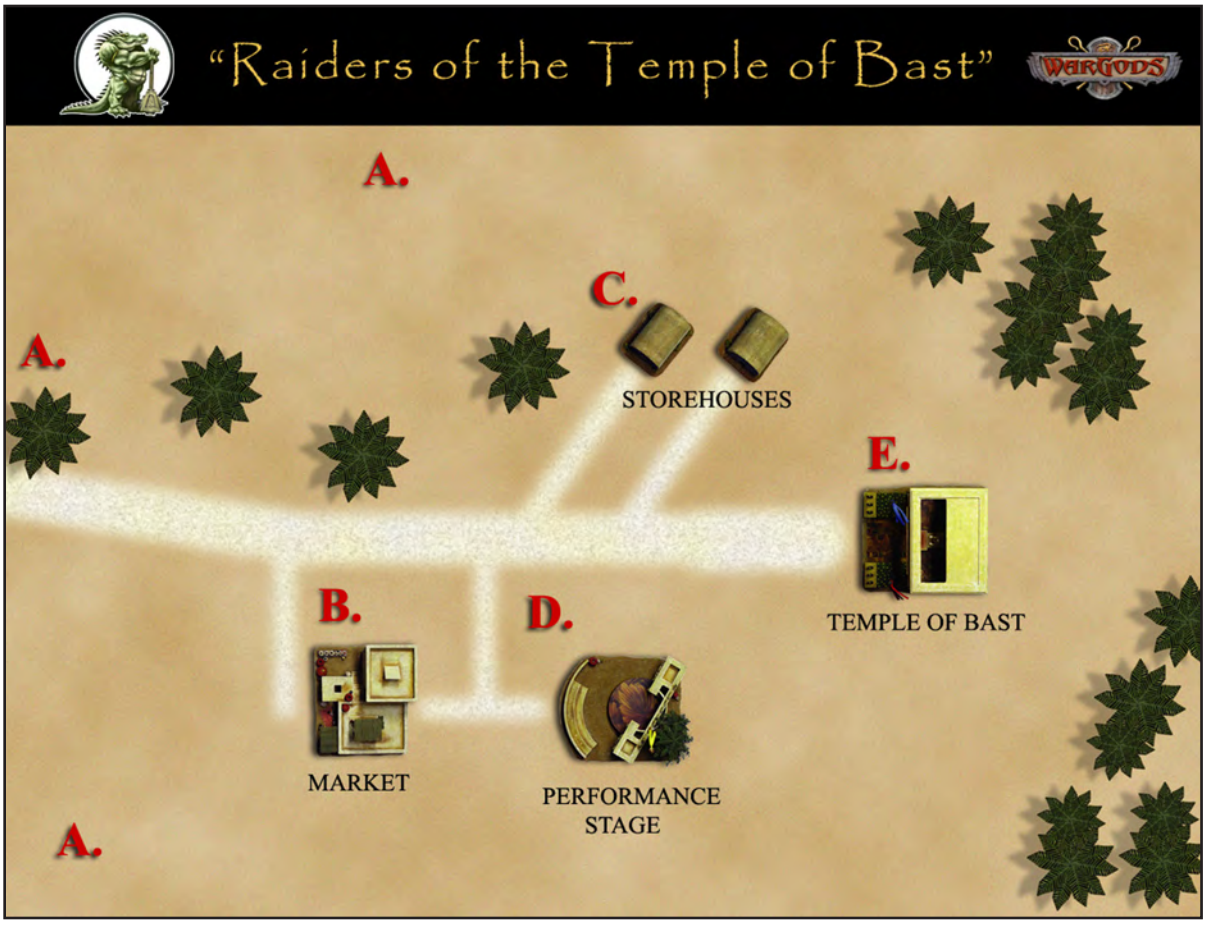
Set Up
This scenario should be played on a 4x6 table – refer to the map for details on the scenery and required. The most prominent scenic item is the Temple of Bast (see "Constructing A Basti Shrine" on page 23!) Also required is a simple Performance Stage, 2 small Storehouses, and a Market – really just a group of stalls and tents.

One player plays the warband of Ensha the Gilded Spear, a Famous Harbinger of Bast (her stats are provided with this Scenario). The other player plays his regular Harbinger, who is about to perform a raid upon the temple of Bast. When the game begins, Ensha and her warband are currently enjoying a late-night performance at the festival, and the attacking warband has just snuck up on the Basti under cover of darkness. And so the raid begins…

Map Key
Refer to the map for the following descriptions:
A. These 3 locations are the starting location of the Attacking player's warband. The models should be divided roughly evenly amongst these 3 locations. No models may start within 20 inches of any of the Basti.
B. ***Market***. The Basti Master of Words and Hero begin in the Market, in the side away from the attackers and facing the Temple. Also here is a Loot Counter – the Treasure Chest with the magical Familiar.
C. ***Storehouses***. These are sturdy stone buildings with a locked door (Structure Rating 8, Wounds 2). Within one of them is hidden a Loot Counter – the baskets of fruits and fine wines. Randomly determine which storehouse has the loot counter AFTER the first door has been broken down.
D. ***Performance Stage***. Here are all of the Basti warriors, watching the Blade Dancer's performance. Place their models facing the Temple of Bast. The Blade Dancers are on the stage, facing the audience.
E. ***Temple of Bast***. This is the starting Location of Ensha and the Priestess of Bast. Here also is located the last Loot Counter, the Statuette of Bast.

Objectives
The attacker must escape off the table with two of the three Loot Counters, otherwise the Basti win.

Special Rules
Raiding Parties: In this mission, units of warriors are broken down into small groups of a few warriors, in order to cover more ground and move quietly. These small units are called Raiding Parties, and they are composed of no more than 5 warriors. Raiding Parties are organized with 'gaps' just like Skirmish Formation. They follow the movement rules of characters (i.e. able to Fast Advance, able to turn quickly) but they do not have the Evade ability nor incur a Missile Fire penalty. A Character may attach to a Raiding Party, but this may not bring the total number above 5 models. All units in this Scenario (on both sides) must be broken into Raiding Parties before the game begins.



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The loot of the Basti — a treasure chest & its guardian Familiar, baskets of fine fruits and wines, and the gold and ebony statue of Bast.

Each Raiding Party is considered a separate, and autonomous unit. If one Raiding Party has a Musician, the Discipline bonus only applies to that Party. Also, each Raiding Party counts against the Harbinger's Command Value.

Night Rules: The raid takes place in the darkest hour of the night, and vision is hampered. All missile fire is conducted at a –1 penalty. The maximum line-of-sight on the tabletop is 18"; anything beyond that can't be seen.

Confusion: The surprise attack has caught the Basti unawares. On the first turn of the game, when a Basti unit or model is activated, it must make Discipline Save to carry out its given command. If it fails, then the command is considered a Hold. The confusion lasts for the first turn only and all Basti units act normally after that.

Loot Counters: The temple grounds hold three items of value that can be carried off quickly: 1) a storehouse of goods, holding baskets of the finest fruits and wines, 2) a carved ebony and gold statue of Bast, 3) a chest of jewels upon which sits the Master of Words' familiar. To pick up any of these, a model needs only to end its Activation Phase in base-contact with the Loot Counter, and it is assumed to have picked it up. A single model may carry only one Loot Counter, and if the model dies or routs, then the Loot Counter is dropped. All of the loot is heavy so a model cannot Fast Advance while encumbered.

The treasure chest is protected by the Master of Word's mystical familiar, Asha (see below for it's Profile). This seemingly harmless cat is preternaturally agile and ferocious; it will attack any enemy model that moves into base contact with the treasure chest. Finally, Atavi can channel her spells through her familiar, using the model of the cat to determine line-of-sight and range for any of her spells.

Renown and Rewards

For each piece of loot the attacker escapes with, the Harbinger earns a point of Renown.

Warband Selection

This scenario is designed for a 822 pt game, composed mainly of characters and small groups of warriors. The attacking Harbinger should have Ka Rating of 2 or 3 and should preferably be Infamous. The Attacker chooses up to 2 units of warriors from his main warband. The rest of the 822 pts is filled up with the Harbinger and characters from his warband. No model can have a base size larger the 25mm square (a Flesh Hulk couldn't sneak up on a temple!) The only exception to this is a Khemru Beast-Master, who may have any of his beasts except elephants. If the Attacker has less than 822 pts in characters, then he may start adding in basic warriors until he reaches 822 pt.

Atop the Market, Atavi protects her precious loot from an attacking Sebeki, while her Familiar Asha looks on.

Campaign Play

This scenario is designed to be an Offshoot Scenario for an Epic Campaign. It is designed to challenge a low-powered Harbinger with a small warband, and so requires fewer miniatures than most games. It's perfect for an Infamous Harbinger who just suffered some resounding defeat and his warband is depleted. The narrative from this scenario can also inspire future games... perhaps there's a magic artifact hidden with the treasure, or perhaps this battle will result in an enduring rivalry with the Priesthood of Bast, who return later to exact bloody revenge!

Name: Asha, the Familiar of Atavi — Point Value: --

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Familiar	0	1	1	3	7	0	7	5

Damage Modifier: 0 — Armor Rating: 4

Weapons and Armor: Bite (DM: 0), Swift (AR: 4 - Hard)

Spells & Powers: Basti Master of Words may cast spells with line-of-sight and range through the familiar.

Description: Although they had dispatched the guards, none of the thieves took note of the small and curious grey cat that watched them from the window. They did not know that it was the green eyes of the sorceress Atavi who watched them, and this would be their undoing.

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UNIT PROFILES: RAIDERS OF THE TEMPLE OF BAST

Name: Ensha the Gilded Spear — Point Value: 183

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Harbinger of Bast	6	4	3	8	6	7	7	7

Command Value: 10 — Ka Points: 3

Weapons & Armor Spear (DM: 2), Medium Armor (AR: 4)

Spells & Powers *Aura of Command, Fearless, Defy Fate, Vitriolic Mocking, Leopard's Leap, Unearthly Dexterity*

Description *"Adorned in silk and gold, Ensha's beauty transfixed men in the midst of combat. With fluid speed and graceful accuracy, the Gilded Spear ducked and whirled and struck in a seamless dance of death. Her skill was rivaled only by her vindictiveness over those she felt scorned her, and her wrath was as much a spectacle as her grace."*

Name: Heqet, First Among Equals — Point Value: 52

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Basti Hero	6	2	2	6	5	7	6	6

Damage Modifier: 2 (Double Handed Weapon) — Armor Rating: 2

Weapons & Armor Light Armor (AR: 2), Double-handed Weapon (Battle-Scythe, DM: 2)

Spells & Powers None.

Description *Heqet is the most striking and the most dangerous of the skirmishers, renown not only for her valor but also her ability to make Basti males fawn over her.*

Name: Atavi — Point Value: 104

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Basti Master of Words	6	2	1	5	4	6	7	5

Damage Modifier: 2 (Staff) — Armor Rating: 2 — Spell Points: 14

Weapons & Armor Double-handed Staff (DM: 2), Light Armor

Spells *Vaporous Ground, The Wind's Howl, Wind Gust, Hailstorm, Mystical Corrosion, The Land's Favor, Far-Seeing Eyes.*

Description *Entitled 'The Wasted Hope' by Seshat himself, Atavi was a promising student but preferred the taverns to the rigors of study. Now, under the leadership of Ensha, she has become a sorcerer of great power and insight.*

Name: Retat, The Singer of Praises — Point Value: 83

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Priestess of Bast	6	1	1	4	3	5	5	4

Damage Modifier: 1 — Armor Rating: 2

Weapons & Armor Light Armor (AR: 2), Hand Weapon (Knife, DM: 1)

Spells & Powers *Divine Inspiration, Sacred to the God, Amulets of Divine Favor* (10, given to the Basti Skirmishers)

Description *Retat is the caretaker of the Temple of Bast, and is infuriated that any would dare to defile the sacred grounds of her goddess. She burns with the desire to see the pillagers of the temple pay for their insolence. She carries a long, serrated knife with which she plans to exact her revenge, slowly.*

Name: Bast's Favorites (group 1) — Point Value: 70

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Basti Warriors (5)	7*	1	1	4	4*	4	5	4

Damage Modifier: 1 (swords) — Armor Rating: 2

Weapons & Armor Light Armor (AR: 2), 2 Hand Weapons (DM: 1), Amulets of Bast

Spells & Powers None.

Description *"Fierce and quick they were, the moonlight glinting off their weapons and their bared fangs. They hissed, spat, whirled, and struck. So fast were they that we thought for a moment that they were twice as many. So deadly were they that we had lost half our men before we realized our error."*

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UNIT PROFILES: RAIDERS OF THE TEMPLE OF BAST

Name: Panya, Master of the Battle-Scythe — Point Value: 50

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Blade Dancer - "Warrior"	5	2	2	5	5	5	5	5

Damage Modifier: 2 — Armor Rating: 4

Weapons & Armor Battle-Scythe (DM: 2)

Spells & Powers *Divine Agility* (AR: 5 - Hard), *Acrobatic Withdraw*

Description *The current favorite of Ensha, Panya is a popular and much sought after Blade Dancer. Preferring the role of warrior in the dramas, Panya wields the Battle-Scythe with fury and disdain for her safety.*

Name: Maferi, Master of the Twin Serpent Blades — Point Value: 50

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Blade Dancer - "Assassin"	5	2	2	5	5	5	5	5

Damage Modifier: 1 — Armor Rating: 5 (Hard)

Weapons & Armor Twin Serpent Blades (DM: 1)

Spells & Powers *Divine Agility* (AR: 5 - Hard), *Acrobatic Withdraw*

Description *The former centerpiece in Ensha's entourage, Maferi sullenly plays the part of villain now that Panya has eclipsed her. Maferi's fighting style is sinuous, her sultry eyes staring past her preferred Twin Long Knives as they weave glinting paths around her wiry frame.*

Name: The Sharpshooters (group 1) — Point Value: 80

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Basti Archers (5)	6	1	1	4	3	4	5	4

Damage Modifier: 1 — Armor Rating: 0

Weapons & Armor Bow (Range: 10/20/30), Hand Weapon

Spells & Powers None.

Description *"Though their vision was wine-clouded from the festivities, the Basti Archers were still better shots than any of our warriors. If only we had waited until they had opened yet another cask of beer, perhaps we would not have lost so many men."*

Name: The Sharpshooters (group 2) — Point Value: 80

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Basti Archers (5)	6	1	1	4	3	4	5	4

Damage Modifier: 1 — Armor Rating: 0

Weapons & Armor Bow (Range: 10/20/30), Hand Weapon

Spells & Powers None.

Description *"Though their vision was wine-clouded from the festivities, the Basti Archers were still better shots than any of our warriors. If only we had waited until they had opened yet another cask of beer, perhaps we would not have lost so many men."*

Name: Bast's Favorites (group 2) — Point Value: 70

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Basti Warriors (5)	7*	1	1	4	4*	4	5	4

Damage Modifier: 1 (swords) — Armor Rating: 2

Weapons & Armor Light Armor (AR: 2), 2 Hand Weapons (DM: 1), Amulets of Bast

Spells & Powers None.

Description *"Fierce and quick they were, the moonlight glinting off their weapons and their bared fangs. They hissed, spat, whirled, and struck. So fast were they that we thought for a moment that they were twice as many. So deadly were they that we had lost half our men before we realized our error."*

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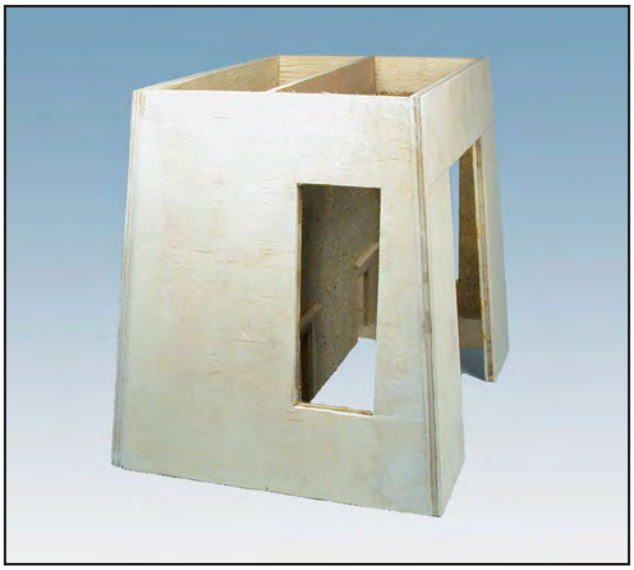
-Constructing A Basti Shrine-

By Herbert Gundt, photography by Nanette Gundt

The Basti of Ægyptus, although frivolous and pleasure-seeking, must still find time in their everyday lives to honor Bast. It is not always possible to attend to the Great Temples of Bast to show one's faithfulness. In order to aid in the veneration of Bast, numerous smaller Shrines are built in many locations for the convenience of the Basti population.

This article will show you how to build just one of the dozens of possible Basti Shrines. The project is started by cutting out the four exterior walls from 1/4" plywood and gluing them together. Cut out the interior wall section and check to verify the accuracy of the fit within the model. It is much easier to add the necessary architectural details to the interior wall before it is attached to the model. The door and window trim is made from card material and the upper door trim is cut from 1/16"x1/8" basswood. Apply the "Sandstorm" finish (see note on page 25) to the interior wall and set it aside to dry.



Glue the interior wall to the model. Cut the floor from 1/2" thick pine and once again check for the accuracy of the fit. Construct the ramp from 1/2" pine or other modeling materials. To simulate expensive flooring tiles, cut 1/2" squares from metallic floral wall paper trim and glue to the ramp and floor sections. Attach architectural details to the lower exterior walls and openings. Cut out and glue the roof section to the model. Construct the upper roof border from 1/8"x1/2" material and glue in place. Make the "slanted" outer roof trim from 1/16"x5/8" material, gluing it to the outside lower roof edge and the exterior walls.

Apply the "Sandstorm" finish to the rest of the Shrine interior and rooftop. Paint the interior and rooftop bright yellow, following up with a dry brushing of two lighter shades

of yellow and white. Paint the door trim dark green and gold. Make doors out of pieces cut from *Make This Egyptian Temple* by Usborne Cut-Out Models, which is readily available in bookstores and through the internet. While you are at it, cut out some more artwork from the Usborne book and attach it to the rear wall of the Shrine. Don't forget to glue the doors to the interior wall of the model.

In actuality, the doors for this model were made from the paperback cover of a very bad Egyptian Fantasy novel. Now, I hardly expect anyone to go out and spend good money for a terrible book, especially just to create some nice looking model doors. Therefore, I recommend the ever valuable *Make This Egyptian Temple* by Usborne Cut-Out Models as the source of artwork for, not only this model, but for the many Ægyptus models that you may build in the future. Well, that's the end of this particular disclaimer. Let's move along, shall we?

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It is now time to make the altar and the two planters that flank the ramp at the entrance to the Shrine. The planters are simply rectangles cut from 1/2" pine, with one short side beveled to match the angle of the exterior wall. The altar is cut from 3/4" material, with two pieces of 1/8" thick material added for architectural interest.

Attach the ramp and the two planters to the model. Cut out the two pieces of the upper entry trim from 1/4" thick material and glue in place. The hieroglyphs above the entry are printed on card using an Egyptian Font Program. A good altarnative would be to use the, ever reliable, Usborne Cut-Out book once more. Apply the "Sandstorm" treatment to the rest of the exterior walls, planters and altar. Paint and dry brush all of the recently completed "Sandstorm" bits in the same manner as the interior wall and roof.

Paint the upper entry trim gold. Glue 5/8" wide gold fabric ribbon to the "slanted" roof edge border. Attach the card hieroglyphs to the entry decoration panel. Make two flagpoles from 1/4" wood doweling and paint dark green. Tie two 1/4" blue ribbons to one flagpole and two 1/4" red ribbons to the other flagpole. Coat the ribbons with a mixture of white glue and water. Once the ribbons are dry, highlight the flags with various shades of blue and red paint.

Fabricate the planter statue bases from three layers of 1/8" thick material and a final layer of 1/16" thick material. Paint the planters gold and glue them to the front edge of the planters. Paint six of the new **Crocodile Games** Bast Statues black and gold, gluing three to each of the planter bases when dry. Attach the completed flagpoles to the planters. Glue rubberized horse hair to the planter and apply several layers of green flocking material. Place small drops of white glue to the green flocking and sprinkle with yellow flocking to represent flowers.

It is time to add the last few touches to the building. Glue a **Summit Collection** Bast Statue to the finished altar. Apply several layers of chalk finish to the upper surface of the altar and to the outer lower walls of the Shrine. Attach the Bast altar assembly to the interior of the model. Add several layers of clear gloss finish to the statues, gold ribbon trim and gold details. Cut out a base for the Shrine from 1/8" hardboard and bevel the edges. Glue the Shrine to the base, and allow this to dry until secure.

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The final stage is to apply ground flocking. This is made from a combination of several **Woodland Scenics** flocking and sands, mostly the brown and tan colors. These are mixed together for a rough and natural texture. Once the flocking is completely dry, dry-brush the flocking and the Basti Shrine is complete.

*The "**Sandstorm Technique**" is Herb's famous process of texturing scenery and model buildings, to give them an interesting stone appearance. It is done by painting a thick layer of paint onto the area where the texture is desired, the throwing handfuls of common garden sand vigorously against the area. This step is a messy process, so it's best to do it outside! Once the paint has thoroughly dried, another layer of paint is applied over the sand, but this one is thinned somewhat with water, so that it soaks in and is easily applied without brushing off the sand. Once this has completely dried, the sand should be secure, and can be finished with drybrushing and weathering effects.*

Above: Herb's completed shrine makes a spectacular centerpiece for any game table. The construction of scenic items such as this may seem daunting to many gamers, but they are surprisingly straightfoward to create... just follow the instructions, and carry on until you are finished! Little mistakes are not so noticable on a big building.

Crocodile Games makes it easy to build your own scenery with our extensive "Icons & Artifacts" miniature accessory range, which inludes dozens of useful items such as temple doors, statues, and treasures.

Right: A rear view of the completed shrine. Notice how the printed scene blends seamlessly with the textured walls around it. You don't have to be a master painter to get effects like these!

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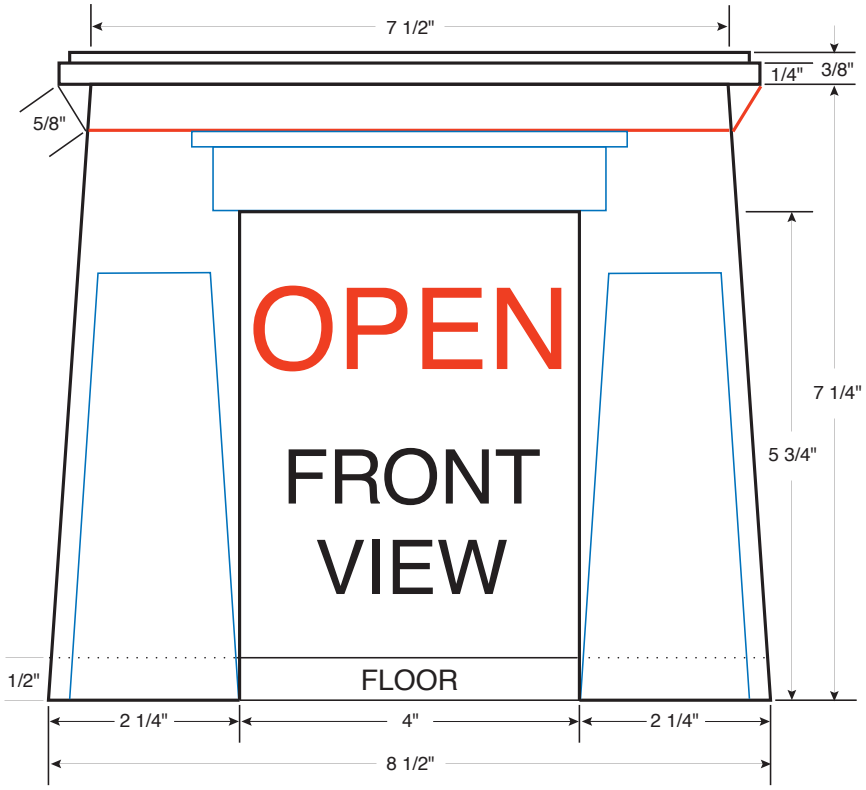

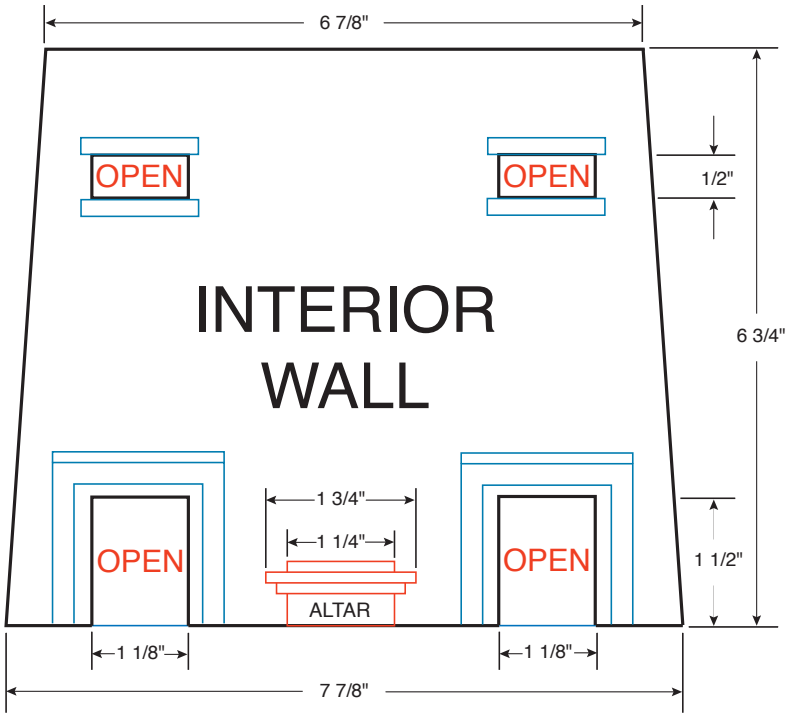

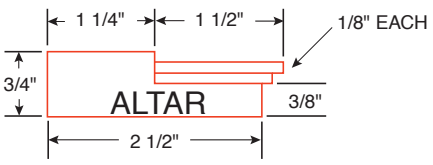

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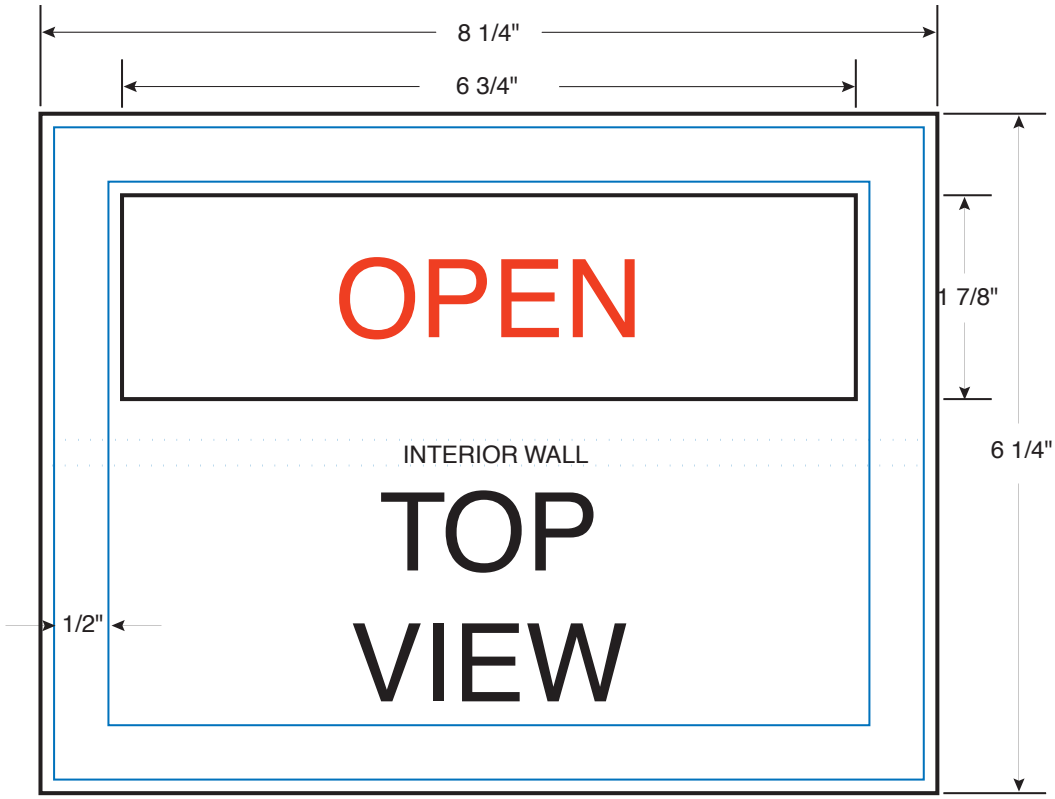

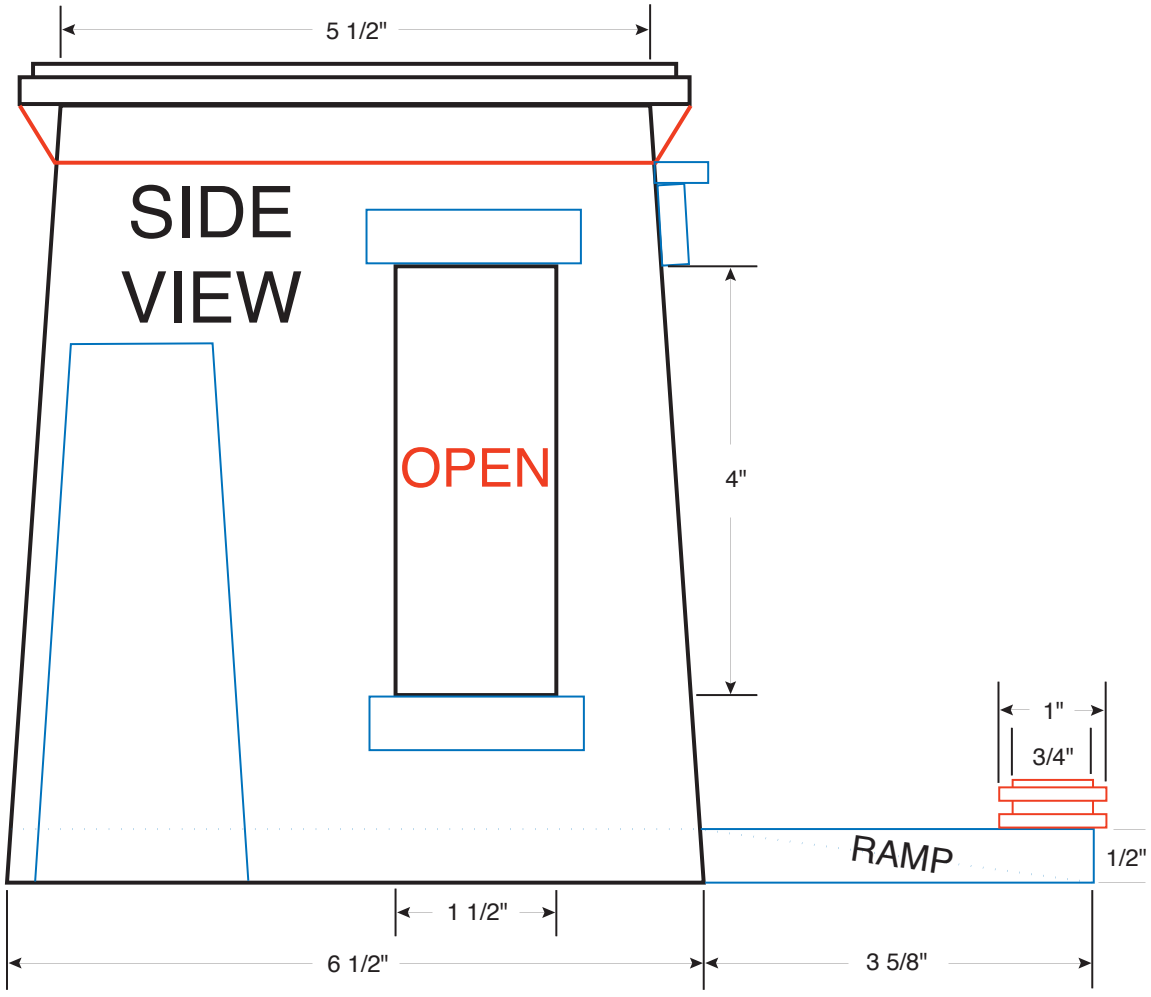

Plans for The Basti Shrine by Herbert Gundt

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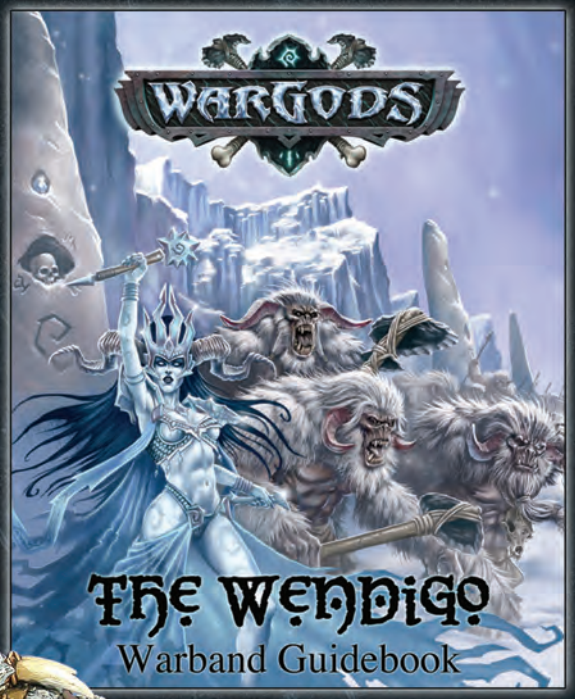

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